You are looking at a scanned copy of an original print manual for an Apogee Software / 3D Realms game.

This manual is presented in its original format.
Please note that any references to order forms
or upgrade packs are no longer relevant.

Please also be aware that the old customer & tech support information presented here is out of date. Our phone numbers and hours of operation have changed or are possibly no longer relevant (depending on the title).

For current information, please visit our website.

Thank you.

Apogee Software Ltd / 3D Realms Tech Support
March 2009
http://www.3drealms.com

DEATH RALLY™

DEATH IN THE FAST LANE

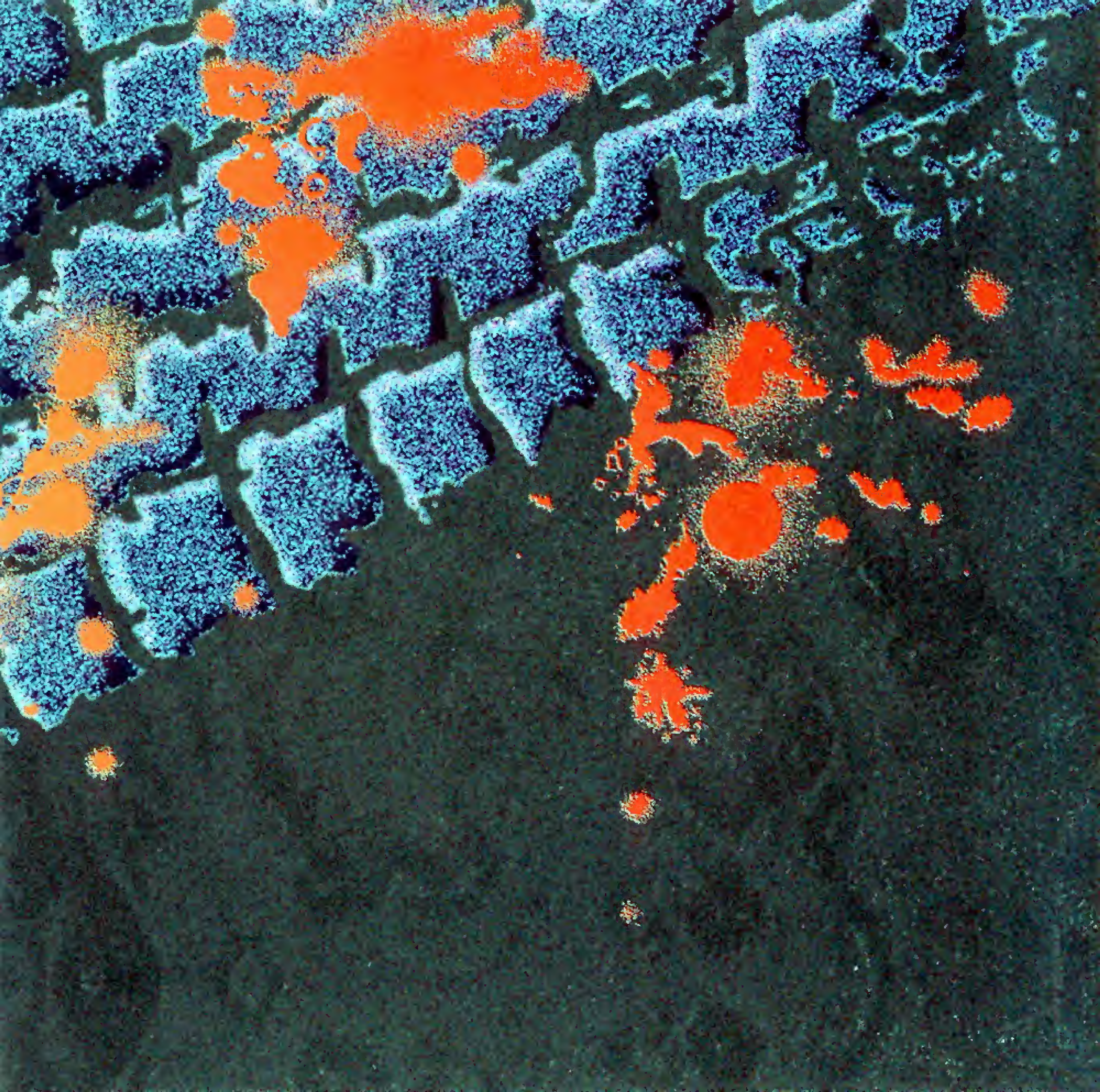


TABLE OF CONTENTS

System Requirements 2
Supported Input Devices 2
Installation 3
Objective 4
Starting a New Game 5
Power Ups..... 8
Ranking List Screen 9
The Shop 10
Underground Market 13
Multiplayer Race 14
The Status Bar 17
Controlling the Action 18
Warranty 19
Technical Support 20
Where to Find Us Online 22
Cheat Codes 22
Credits 23

Please don't make illegal copies of this software
DEATH RALLY was produced through the efforts of many people. Everyone along the line relies on sales of the program for their living. Help preserve jobs by honoring the copyright of the program. Don't make illegal copies for others who have not paid for the right to use the program.

This program is protected by federal and international copyright. To report copyright violations to the Software Publishers Association call 1-800-388-PIR8 or write: Software Publishers Association, 1730 M St. NW Suite 700, Washington, DC 20036–4510 Fax: 1–202–223–8756

System Requirements
Minimum: 486DX2/66 MHz with 8 Mb RAM, VGA graphics card, 13.5Mb free space on a hard disk drive, and a CD-ROM drive.
Recommended: Pentium with a PCI local bus video, 16 Mb RAM (especially if playing under Win95™.)

Supported Input Devices
Music and Sound FX: SoundBlaster™ (all of them), Gravis Ultrasound™ w\1024kb, and all SB compatible sound cards.
Control Devices: Keyboard, joystick, Gravis GamePad™

Installation

To play **DEATH RALLY**, you must first install the game. The program's installation utility will place all of the necessary files onto your hard drive. To install the game, first bring up the DOS prompt, then follow these simple instructions.

1. Place the CD into the appropriate CD drive. Type the letter of the drive followed by a colon and press the ENTER key.
Example: D: <ENTER>.
2. Type INSTALL and press the ENTER key.
3. Follow the instructions in the installation program.
4. After installation is complete, type SETUP and press the ENTER key to configure your sound and music from the game directory (C:\RALLY)
5. Once setup is complete, type RALLY and press the ENTER key.

If you have difficulty following these procedures, please run DRHELP.EXE from the game directory (C:\RALLY)

Objective

At the beginning of the race you will start out in position 20. Your objective is to win championship points (& money) from the races, and rise up to the 1st position. Only then can you challenge The Adversary, who is the self-proclaimed Demon King of the race.

Starting a New Game

After the introduction is complete, the Main Menu screen will appear. Use the arrow keys to select an option from the Main Menu and press the ENTER key.

START RACING

To begin a new game, highlight this option and press the ENTER key. Use the arrow keys to select an option from the Start Racing Menu and press the ENTER key.

Start A New Game

Use the arrow keys to select Start A New Game and press the ENTER key. This will bring up your Drivers License screen. Press the up/down arrow keys to select which player you would like to be in the race. Press the left/right arrow keys to change the color of your race car. Using the keyboard, type in your racing nickname and press the ENTER key. Your next option will be, "Do you want to use weapons?" Select Yes or No and press the ENTER key. Selecting NO will disable all the weapons from the game, as well as the Underground Market options. Once you make your selection, you will be prompted to choose a difficulty level. You can choose from three different difficulty levels.

Speed Makes me Dizzy - The easiest mode.
I Live to Ride - Normal difficulty.
I Got Petrol in My Veins - For experienced players.

Once you've made your selection, the Race Sign Up screen will appear.

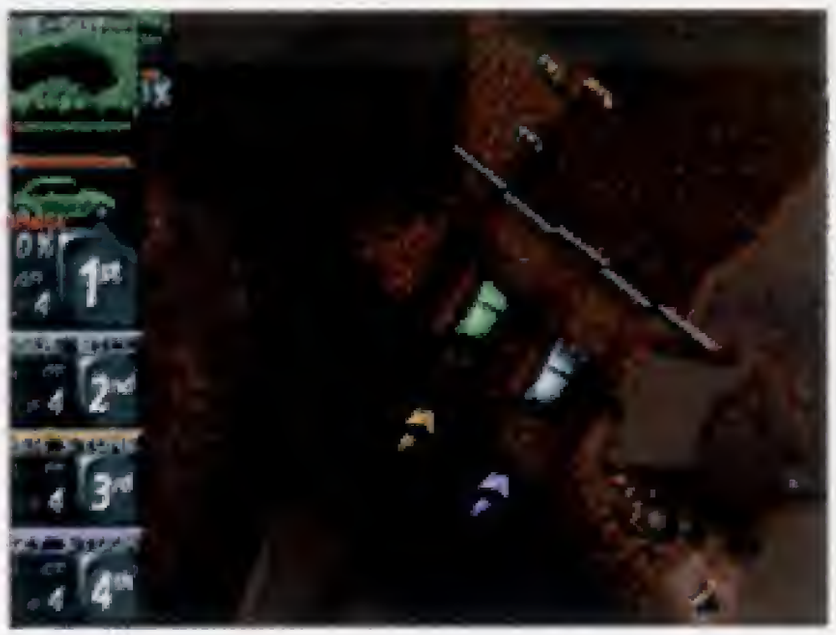
Race Sign Up

Use the arrow keys to quickly make your choice between three race options shown and press the ENTER key. (Easy Race, Medium Race, or Hard Race). The reason you must make your decision quickly is because only four racers are allowed in each race. You must secure your spot in the race in order to get more points and money. For beginners, joining the easy race is strongly recommended. As you advance in the game, you should try the Medium or Hard races.

Prepare to Race

Once you've joined a race, the Prepare to Race screen will show you the approximate outlines of the race track you've selected. The game will pause for a moment to load the race track.

Playing the Game



Once the track is loaded, you will see 4 cars on the starting grid. Take a second to locate your race car and get ready for the action. A set of lights will scroll out from the top right corner. When the lights turn green, **GO FOR IT!**

Using Weapons

If you selected YES in the Weapons option, you will be able to use weapons during the race. Each car is equipped with a machine gun, and mines can be bought from the Underground Market . When the race starts, all the weapons are disabled for two seconds. This will give you a chance to get your car out of harms way. After the two second delay, you can start shooting. Of all the cars available in the game, the first three cars are equipped with a single machine gun and the last three cars are armed with double guns.

Opponents

Underneath your own stats, you will see the following data on your opponents:

Name & Color of Car: A thick horizontal stripe shows the color of the opponent car.

Damage: As your opponents take on damage, the color stripe beneath their name field starts to turn gray. 100% gray = 100% damage.

Position: Opponent position is indicated next to their name.

Lap: Lap is displayed beneath name field.

Status: A flag is displayed over the opponent's info-field if that driver has reached the goal. 100% damage is indicated with a large cross over the opponents info-field.

Power-Ups

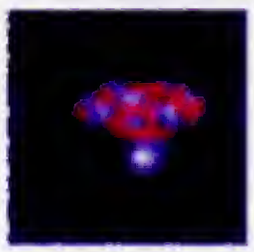
There are several items that you can pick up from the track. Here's a list of items with a brief description.

1. Turbo Power-Up - A small white lightning bolt on a gray circle. Picking up this one recharges your turbo.

2. Ammunition - Red/Yellow symbol showing several bullets, which increases the amount of ammunition. (The dollar sign changes to white numbers).

3. Money - A yellow dollar sign indicates money, picking up this one displays the amount of money on screen.

4. Wrench - Pick these up to repair damage. (% varies)



5. Mushroom - These are not healthy, pick em' up at your own risk.

6. More Money - A big dollar sign indicates a larger sum of money.

7. Big Wrench - A big wrench repairs 25% of damage.

Race Over

The race ends when:

- You have reached the goal (after driving the required # of laps).
- All of the opponents have reached the finish line.
- Your car crashes (100% damage).
- All of the opponents have crashed (100% damage).

Ranking List Screen (Post-race)

When the race is over, you will see a ranking list screen. On the left are all the players in the current ranking order. Stats from easy, medium and hard are shown on the right. The amount of points the player has earned from the race is shown next to the players name. Races are color coded as follows:

Easy- Green	**Medium- Blue**	**Hard - Red**
1st place: $750 + 3 pts	$3000 + 5 pts	$12,000 + 8 pts
2nd place: $375 + 2 pts	$1500 + 3 pts	$6000 + 7 pts
3rd place: $188 + 1 pt	$375 + 1 pts	$1500 + 4 pts

If you place 4th or crash&burn during the race, you will not get any points or money. The same thing applies to your opponents as well. After the previous race results you get to see your own stats, such as income and the best lap times.

The Shop

The Status Bar: In the shop, the status bar is located on the right side of the screen. It contains the following information from top to bottom:

NAME - The player's name is shown.

CAR - Your current car and color.

MONEY - The current amount of money.
You start out with $495.00

ENGINE, TIRE, and ARMOR - The amount of upgrades available for the current car is shown as grey boxes. A bought upgrade shows here as a colored box.

DAMAGE - Damage is shown on a slider and percentage number.

SPEED - The top speed for your car with the current engine upgrades.

RANK - Your overall position in the ranking list.

Items available in The Shop

In the shop, you have several options to choose from. Use the arrow keys to move over the item you would like to purchase. Budget your money though, you might want to save up for that new car.

NEW CAR: The top left box shows you the selection of different cars (use left/right arrow keys to browse). The price is shown beneath the car. When buying a new car, you get a 25% refund of the value of your current car + upgrades. The different cars you have to choose from are:

Vagabond

This is the car you start out with. Slow but reliable and not much weapon power. Available upgrades: E-1, T-2, A1

Dervish

More upgrades. Functionable weapons. Available upgrades: E-2, T-2, A-2

Sentinel

The best car available in shareware. Equipped with a single machine gun. Available upgrades: E-2, T-3, A-2

Shrieker

Now you're in business! Equipped with 2 machine guns. And lots more upgrading possibilities. Available Upgrades: E-3, T-3, A-3

Wraith

Fast, powerful and 2 badass machine guns. Available upgrades: E-3, T-4, A-3

Deliverator

Armageddons Armament. Fastest car on the lot. Everything upgradeable: E-4, T-4, A-4

Upgrade Engine

Leftmost box under new cars shows you the next available engine upgrade. Press the ENTER key to upgrade. The more upgrades you have, the faster your car goes.

Upgrade Tires

Next selection shows you the next available tire upgrade. Better tires give you more traction. Press the ENTER key to upgrade. TIP: New drivers should invest on better tires, they will make handling easier.

Armor

Here you select armor upgrades. The better the armor- the safer your car. Press ENTER to upgrade

Repair

A rotating wrench tightening bolts is displayed in the repair selection. You can fix 10% of your car by pressing the ENTER key. Each time you press the ENTER key, you will repair the car by 10%. As with all other selections, the cost is displayed beneath.

Continue

Press the ENTER key on the checkered flag icon to continue further on.

Underground Market

If you selected YES in weapons mode, your next option after The Shop will be The Underground Market. If you're playing without the weapons, you will be taken directly into the Prepare to Race Screen.In the Underground Market, you have the following options:

Borrow Money: The top left selection shows the face of The Loanshark, he will lend you money for 3 races at a time (after which he will reclaim it with interest). If you take out a loan, you can pay it back any time by selecting this option again. The Loanshark won't invest on wild cards, so you will have to be an established driver (own at least a Dervish) to get a loan.

Mines: Selecting this option will buy 8 mines. These last only for one race, so use 'em all.

Rocket Fuel: Rocket fuel makes your car go much faster. Be careful though, it's so powerful it causes damage to your car whenever you're using Turbo.

Spiked Bumpers: Buy spiked bumpers to do extra damage to your opponents in collisions. They last for one race only.

Sabotage: Hire a thug to sabotage your opponents car. The toughest opponent in the next race will start with a damaged car.

MULTIPLAYER RACE

You must access this option in the Main Menu at the beginning of the game. If you wish to start a multiplayer race, select this option with the arrow keys and press the ENTER key. NOTE: If connection hasn't been made, initialize a new game and join an existing game are both greyed out and can not be selected.

Initialize a New Game: Initializes a new Multiplayer game. The player initializing the game gets to select the tracks for theMultiplayer session as well as to enter the amount of money, etc.

Join an Existing Game: If someone has initialized a network game, other players use this option to join in on the action. If multiple games have been initialized, the players can select which game to join.

Network Connection: If an IPX network is correctly set up, this option initializes a network connection.
Serial Connection: Initializes a serial connection. Make sure that Serial Options is correctly set up in order to run correctly.
Dial Modem: Prompts player for opponent telephone num ber, then dials the number. Make sure other player is wait ing and has selected Answer Modem. (Remembers last number dialed).
Answer Modem: Sets the modem to auto-answer mode and waits for the opponent's call.
Serial Options: Lets the player select either a standard or custom COM-port, the modem INIT string, and TONE or PULSE dialing.

CONFIGURE

Selecting this option and pressing the ENTER key will bring up all of your options for configuring the game to your personal preferences. Select any of these options and press the ENTER key.

Music Volume: Adjusts the music volume during the game.
Effect Volume: Adjusts the sound effects volume during the game.
Define Keyboard: Allows user to set up controls to their personal preference.
Define Gamepad/Joystick: Allows user to set up which con troller they are using and how it reacts during the game.
Enable/Disable Gamepad: This toggles between key board/gamepad controller within the game.

SEE HALL OF FAME
Displays the High Score list, and Best Lap times for all the tracks.

CREDITS
Gives a detailed list of all who were involved in the making of **DEATH RALLY.**

SHOW PREVIEW
Runs a non-interactive slideshow demo.

EXIT TO DOS
You will probably never use this option, BUT it will take you back to DOS or your existing operating system.

THE STATUS BAR

During gameplay, the status bar at the left of the screen offers plenty of info. Here is a description of all the items in the status bar, from top to bottom:

Name: The name you entered on your Driver's License.

Speed: Your speed is indicated by the topmost indicator.

Turbo: The green/red bar under speed displays the amount of turbo boost left. Turbo reloads slowly when not used.

Ammunition: The red/yellow bar displays the amount of ammunition left. Collecting shell boxes from the track will give you more ammunition.

Mines: In weapons mode, mines are shown as small dots over the Ammunition indicator.

Damage: A snapshot picture displays the current condition of your car. This is also shown as a percentage number beneath the image. If you reach 100%, the race is over.

Position: The big number in the grey box shows your current position in the race.

Lap: On the left of position is the Lap you are on and the amount of laps you have left.

CONTROLLING THE ACTION

You can use either a keyboard, joystick or gamepad to control your car. You can get a complete listing of the current key definition by pressing the F1 key during gameplay. The default settings in **DEATH RALLY** are:

KEYBOARD

A	Accelerate
Z	Brake
L Shift	Turbo
L Ctrl	Fire
L Alt	Drop Mine
L/R arrow	Steer L/R
Spacebar	Horn

JOYSTICK

Button 1	Accelerate
Backward	Brake
Button 2	Turbo Boost

GAMEPAD

Forward	Accelerate
Backward	Brake
Button 1	Fire
Button 2	Drop mine
Button 3	Machine gun

LIMITED 90-DAY WARRANTY

Apogee Software, Ltd. warrants to the original purchaser of this computer software product that the Compact Disc (CD) on which the software program is recorded will be free from defects in material and workmanship under normal use for ninety (90) days from the date of purchase. This warranty is limited to the CD containing the software program originally provided by Apogee Software, Ltd. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period.

To be eligible for warranty protection, the original purchaser must fully complete and mail the Registration Card to Apogee Software, Ltd. within thirty (30) days of purchase. (If the product was purchased directly from Apogee through mail order, the product was automatically registered.) Failure to send in a completed Registration Card will result in the loss of your warranty protection. Apogee Software, Ltd. reserves the exclusive right to determine warranty eligibility.

If the CD is found defective within ninety (90) days from original purchase, Apogee Software, Ltd. will replace the item(s) free of charge. After the warranty period, replacement disks will be issued for a nominal fee.

EXCEPT AS SET FORTH ABOVE, THE PRODUCT IS PROVIDED "AS-IS", AND NO WARRANTIES OF ANY KIND (INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE), EXPRESS OR IMPLIED, ARE MADE AS TO IT OR ANY MEDIUM IT MAY BE ON. OUR ENTIRE LIABILITY AND YOUR EXCLUSIVE REMEDY IS SUCH REPLACEMENT, AND UNDER NO CIRCUMSTANCES WILL WE PROVIDE ANY OTHER REMEDY FOR DIRECT, INDIRECT, SPECIAL, CONSEQUENTIAL, PUNITIVE, INCIDENTAL OR OTHER DAMAGES ARISING FROM IT, INCLUDING SUCH FROM NEGLIGENCE, STRICT LIABILITY, OR BREACH OF WARRANTY OR CONTRACT, EVEN AFTER NOTICE OF THE POSSIBILITY OF SUCH DAMAGES. Some states do not allow the exclusion or limitation of implied warranties or liability for incidental or consequential damages, so this may not apply to buyers of the Program. This gives you specific legal rights, and you may also have other rights which vary from state to state.

To receive a replacement:

1. Contact Apogee Software Customer Support Department at (214) 278-5655 and request a Return Authorization Number (RA#). Customer Support may be reached between the hours of 8:00 a.m. to 6:00 p.m., Monday through Friday. Items without an RA# will be returned to the sender without consideration.
2. Package the original product media, a photocopy of your dated purchase receipt, and your name and address in protective packaging. If requesting a non-warranty replacement, also include a check or money order in the amount of $12.00 ($13.00 for Canada and Mexico; $15.00 for all other countries). Only funds which are payable in U.S. dollars and drawn against a U.S. bank will be accepted.
3. Clearly print the RA# on the outside of the packaging and return by certified mail or by other suitable means of postage prepaid shipping in which tracking is possible to:

DEATH RALLY Replacement, Apogee Software, Ltd. P.O. Box 496389, Garland, TX 75049-6389.

Technical Support

If you experience problems running or playing this product, you can use any of the following avenues to obtain assistance:

Assistance Via World Wide Web

Get up-to-the-minute technical information at the GT Interactive Software web-site, at http://www.gtinteractive.com, 24 hours a day, seven days a week.

In the Support section you'll have access to our FAQ documents, (Frequently Asked Questions) which contains our latest troubleshooting information. You can also visit our Forums area, where you can swap email with other gamers, our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available, our Hints/Cheat Codes area, and other areas where you can get valuable information on GT Interactive Software products.

Help Via Telephone

For phone assistance, call GT Interactive Software's Tech Support at 716-871-6646. We have an Interactive Voice Response and Faxback system that is available 24 hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 8 AM until Midnight (EST). Please note that live Tech Support may be closed on major holidays. We ask that you do the following when calling: be at your computer; have your system information ready for our technicians including system make and model; RAM; video and sound card data and drivers;

and any screen or error messages you've encountered and where (if not currently displayed on your screen). It will expedite your handling significantly.

Help Via Mail

In the event our technicians determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include your telephone number in case we need to call you. Your mail should be sent to the following address:

GT Interactive Software
Attn: TS/QA
1 Nixon Lane
Edison, NJ 08817

Please do not make copies The program you've purchased was produced through the efforts of many people. Don't make copies for others who have not paid for the right to use it. To report copyright violations to the Software Publishers Association, call 1-800-388-PIR8 or write:
Software Publishers Association
1101 Connecticut Ave., Suite 901
NW Washington, DC 20036

This program is protected by federal and international copyright.

Thanks from Apogee Software, Ltd.
All of us at Apogee Software, Ltd. would like to express our sincere appreciation for your purchase of this software package. Much time and effort goes into the development of our software, and your support ensures that we can continue to offer quality software entertainment.

Where to find us online

Internet/Web BBS	America Online	CompuServe
http://www.apogee1.com	Keyword "APOGEE"	GO "APOGEE"

CHEAT CODES
Type in these words during a race to use the following cheat codes:
DRAG - Unlimited Turbo
DREAD - Unlimited Ammo
DRUB - Invulnerability
DRINK - Rocket Fuel
DRUG - Screen wobble
Type in these words during The Shop screen to use the following cheat codes:
DRAW - $1000.00 added to your account
DROOL - $500,000.00 added
DRIVE - 10 points added to score.

Copyrights and trademarks
Death Rally™ © 1996 Remedy Entertainment. Published by Apogee Software, Ltd. Distributed by GT Interactive Software Corp. IBM ® is a registered trademark of International Business Corporation. All other trademarks are the property of their respective owners.

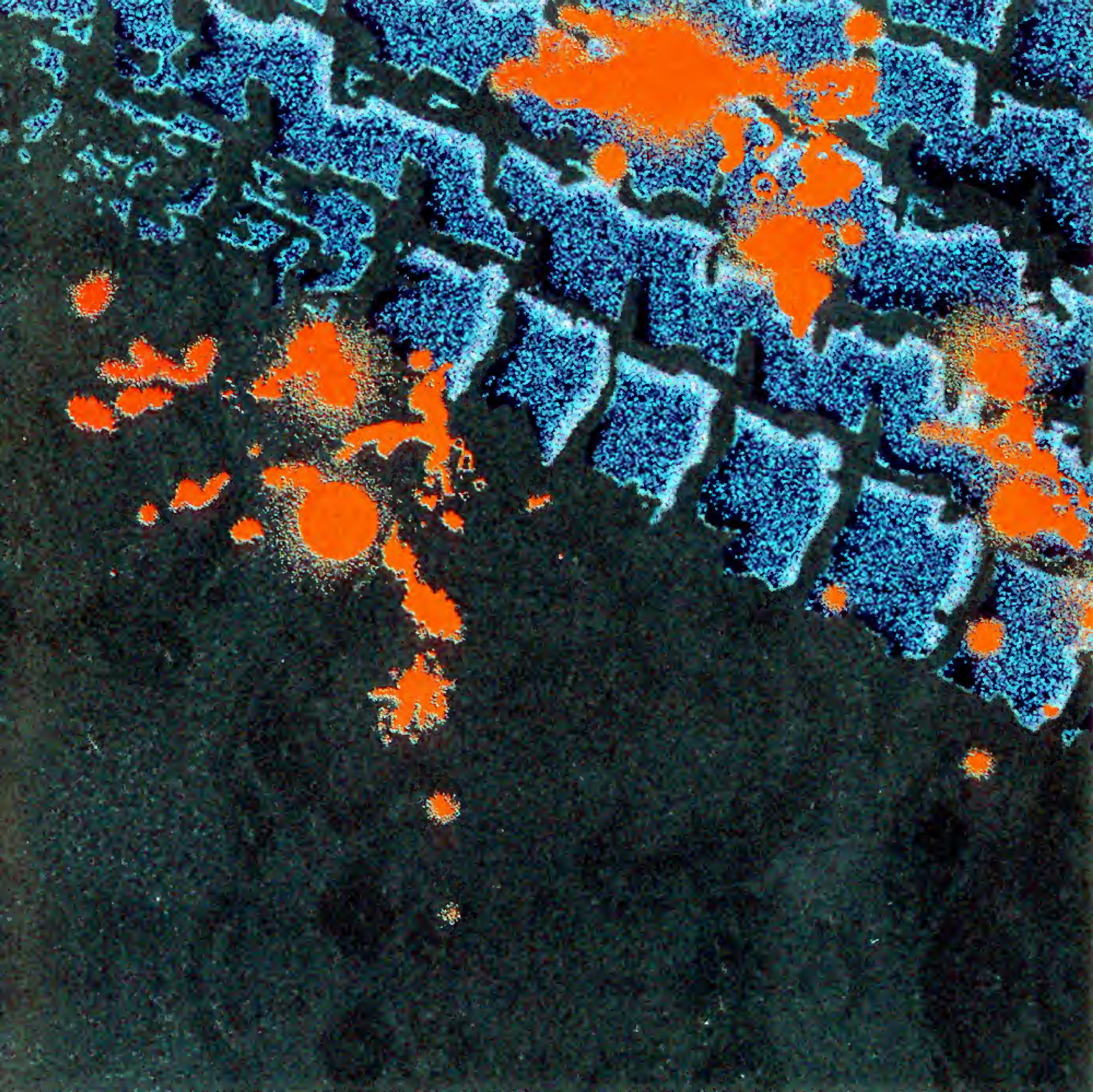
Death Rally Credits:

Programming	Kim Salvo; Olli Tervo
Graphics	Petri Jarvilehto; Sami Vanhatalo; Samsa Virtanen
Music	Jonne Valtonen
Producer	Samuli Syvahouko
Sound System	Marcus Stein
Animations	Codegraph
Text	Sami Jarvi
Quality Assurance	Arvee Garde

Special thanks to Samuli Sipola for The Engine Sounds.

Coproduced by Scott Miller and Rick Raymo

Distributed by GT Interactive Software Corp.



Distributed by
GT Interactive Software
16 East 40th St., New York, NY 10016
http://www.gtinteractive.com

APOGEE®
http://www.apogee1.com

Death Rally™ ©1996 Apogee Software, Ltd. All Rights Reserved. Developed by Remedy Entertainment and Apogee Software, Ltd.
Published and distributed by GT Interactive Software Corp. IBM® is a registered Trademark of International Business Machines Corporation,
All other trademarks are the property of their respective companies.

04-11784JCB